

GRADIUS

III AND IV



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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing Konami's *Gradius III & IV*. Please read the instruction manual before starting gameplay, then go ahead and enjoy the game! This manual will not be reissued, so please take care not to lose it.

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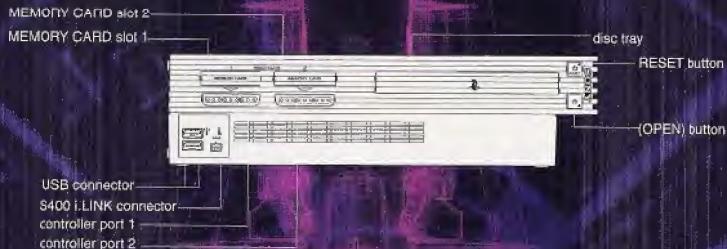
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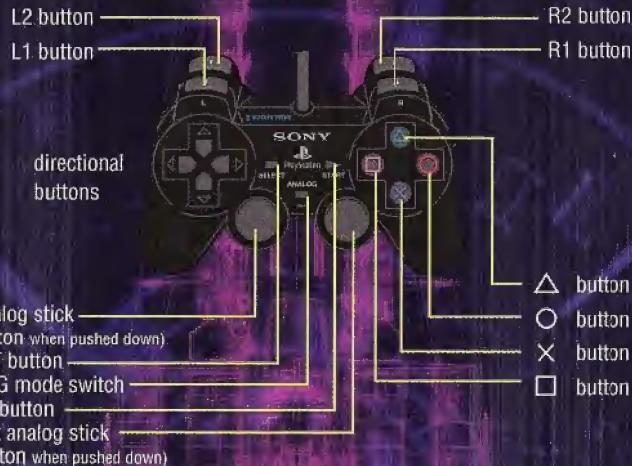
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Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the open button and the disc tray will open. Place the **(SOFTWARE TITLE HERE)** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

THE CONTROLS



Game Reset
Press the **L1 button + R1 button + Start button+Select button at the same time.**

SELECT button = (not used)

START button = (Select, Pause)

Left analog stick
(move cursor, control fighter)

LED Display

Confirm that the analog mode is activated by checking that the red light on the LED display is on.
Right analog stick = (not used)
The vibration feature is not used in this game.

Directional buttons
(move cursor, control fighter)

□ button = (Power-Up)

× button = (Fire)

△ button = (Rapid Fire and Missile)

○ button = (Select, Missile)
Button set-up can be fixed in the Option Mode.

If the **ALL** function is selected, an unused button can be used for a function.

Two players can play **Gradius III & IV** at the same time. Connect two controllers and then take turns playing the game!

THE SCREEN



Gradius III

Gradius IV

GAMEPLAY

From the "Gradius III & IV" title screen, use the Directional buttons to move the cursor and select either Gradius III or Gradius IV. Press the START button to select the game, and the game's title screen will appear. Use the Directional buttons and the START button to choose the game mode.



- 1PLAYER ◦ (one player gameplay)
- 2 PLAYERS ◦ (two player gameplay)
- STAGE SELECT ◦ Start the game from the selected stage.

For Gradius III only

- OPTION MODE ◦ Change game settings (see page 6)
- MAIN TITLE ◦ Return to the Main Title screen

WHEN ALL FIGHTERS HAVE BEEN DESTROYED

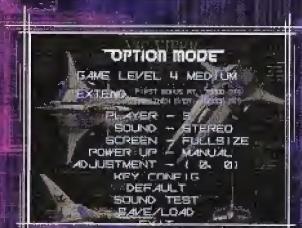
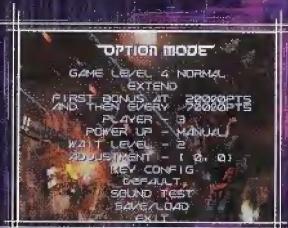
Gradius III

There are no 'continues' in this game. The game can only be played once in the EASIEST and VERY EASY GAME LEVELS. For this reason, STAGE SELECT and LOOP 01 modes are selectable.

Gradius IV

There are no 'continues' in the MEDIUM to HARDEST GAME LEVELS.

OPTION MODE



In this mode, various game settings may be changed.

GAME LEVEL

Gradius III - Choose from 6 difficulty levels. (EASIEST - VERY HARD)

Gradius IV - Choose from 8 difficulty levels. (EASIEST - HARDEST)

EXTEND

Select how many points are required to earn extra fighters.

PLAYER

Select the number of fighters available at the start of the game.

Gradius III - Choose from 1-9 fighters

Gradius IV - Choose from 3-9 fighters

POWER-UP

Select Power-Up method.

MANUAL: The Power-Up method is selectable

SEMI-AUTO: The Power-Up method is computer-assisted

ADJUSTMENT

Adjust the position of the screen.

BUTTON CONFIGURATION

POWER-UP Press to select Power-Ups

FIRE Press to fire normal shots and lasers

RAPID FIRE Press and hold for rapid fire normal shots

RAPID MISSILE Press and hold for rapid fire missiles

DEFAULT Returns changed settings to the default setting.

SOUND TEST

Listen to the music played during the game.

Start Music

button

Stop Music

button

SAVE/LOAD

Save or Load games with a Memory Card (8MB)(for the PlayStation®2).

EXIT

Exit the OPTION mode.

Special Options only for GRADIUS III

WAIT LEVEL Controls game speed. (OFF/Level1/Level2)

Since the PlayStation2 processor is faster than the original arcade hardware, players may want to decrease the game speed. Choose from OFF (HARD game speed) to Level2 (EASY) settings.

Special Options only for GRADIUS IV

SOUND Select Stereo or Monaural sound

SCREEN Select Arcade or Full size screens

SAVE / LOAD PROCEDURES

A PlayStation2 (8MB) Memory Card is required to SAVE or LOAD game data.

From the OPTION mode screen, select SAVE/LOAD to advance to the SAVE/LOAD screen.

Please do not remove the Memory Card during a game.

This game only uses Memory Card Slot 1.

PlayStation Memory Cards cannot be used.

LOAD

Load a saved game from a Memory Card (8MB)(for the PlayStation®2).

Gradius III & IV game data from previously saved games will be automatically loaded when the power is switched ON.

AUTO SAVE

If this feature is ON, game data will automatically be saved to Memory Card Slot 1 when a game is finished.

SAVE

Save back-up data to a Memory Card (8MB)(for the PlayStation®2)



Background Story

GRADIUS III ~ From Legend To Myth

In the darkest reaches of infinite space, pure evil lies in wait ... The Dark Forces led by the god of destruction, Bacterian, prepare to launch a massive onslaught against the planet Gradius. Possessing unstoppable power, the Dark Forces threaten to plunge the Universe into total war and complete annihilation.

Their invasion force smashes the Gradius defenses, and the surrounding planets soon fall like dominoes. Now Bacterian's evil grasp reaches for the heart of the resistance...planet Gradius itself....

To counter the oncoming threat the United Gradius World Forces gather all their fighter craft. Half of them form a defensive net - the other half a strike team. But they are badly outnumbered and The Dark Forces easily tear through their thin frontline. No fighters survive the slaughter....

In a last gasp move, the United Gradius World Forces send out two fighters, previously considered too dangerous for combat missions: The InterDimensional VIC VIPER fighters.

The fighters take off for the heart of darkness to join the fray that will decide the fate of the Universe...

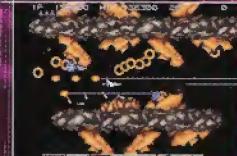
STAGE INTRODUCTION ~ Gradius III



1. Desert Stage
Boss Goliath



2. Bubble Stage
Boss Bubble Eye



4. Turbo Stage



5. Moai Stage
Boss Dogas/Vaif



6. Cell Invasion Stage
Boss Gregol



7. Lava Stage
Boss Wyvern (1st form)
Vulture Dragon 2nd form



8. Plant Stage
Boss Choking Weed



9. Crystal Stage
Boss Lizard Core



10. Final Stage



Power-Ups

Power-Up capsules will appear after certain enemies are defeated. After getting a Power-Up capsule, the fighter's Power Meter will light up. Collect more capsules to cycle through the different types of Power-Ups. When the desired Power-Up is lit, push the Power-Up button to select it.



Power-Up Capsule

POWER METER

At the start of the game, choose 1 of 4 different Power Meters. (A-D)
There are 3 types of Shield Power-Ups. (A-C)

POWER METER

SPEED UP MISSILE DOUBLE LASER OPTION ?SHIELD

POWER METER SETTINGS (choose 1 of 4 types)

A	SPEED UP	MISSILE	DOUBLE	LASER	OPTION		MEGA CRASH
B	SPEED UP	SPREAD BOMB	TAIL GUN	RIPPLE LASER	OPTION		MEGA CRASH
C	SPEED UP	2-WAY MISSILE	VERTICAL SHOT	CYCLONE LASER	OPTION		MEGA CRASH
D	SPEED UP	PHOTON TORPEDO	FREE-WAY SHOT	TWIN LASER	OPTION		MEGA CRASH

SHIELD SETTINGS (choose 1 of 3 types)

A	SPEED UP	MISSILE	DOUBLE	LASER	OPTION	FORCE FIELD	
B	SPEED UP	MISSILE	DOUBLE	LASER	OPTION	SHIELD	
C	SPEED UP	MISSILE	DOUBLE	LASER	OPTION	FORCE FIELD	

EDIT MODE

Create a custom Power Meter in this mode.

Some Power-Ups are not available in this mode.

POWER-UP EXPLANATIONS



SPEED-UP

Speed can be increased up to 5 times.



RIPPLE LASER

Fires wide ring diffusion lasers.



MISSILE

Fires missiles that fly along the ground.



CYCLONE LASER

Fires a powerful, twisting laser.



SPREAD BOMB

Drops bombs to the rear that explode in a wide blast.



ENERGY LASER

Fires a laser ball.



PHOTON TORPEDO

Fires torpedoes straight down to blast ground forces and penetrate small enemies.



OPTION

A maximum of 4 extra phantom fighters can join in the attack. The phantom fighters mirror the main fighter's movements.



2-WAY MISSILE

Fires missiles straight up and down.



SNAKE OPTION

The phantom fighters tail the main fighter like a whip.



CONTROL MISSILE

Manually move the missile up or down with the Directional buttons.



FORCE FIELD

A protective field surrounds the fighter, protecting it from attacks from all directions.



UPPER MISSILE

Fires missiles that fly along the top of the screen.



SHIELD

Attaches 2 shields to the front of the fighter.



SMALL SPREAD BOMB

Drops bombs to the rear that explode on contact.



FREE SHIELD

Freely position shields around the fighter.



DOUBLE

Fires shots straight ahead and up at a 45° angle.



REDUCE

Decreases the size of the fighter. 2 Power-Up levels can be used.



TAIL GUN

Fires shots straight ahead and straight back.



MEGA CRASH

Disintegrates all enemies and enemy shots on the screen.



VERTICAL SHOT

Fires normal shots straight up.



NORMAL

Returns powered-up weapons to the normal, original setting.



SPEED DOWN

SPEED DOWN

Decreases the fighter's speed.



SPREAD GUN

Two Power-Up levels are possible, each with increasing firepower. Fires shots that fan out in front of the fighter.



REMAIN OPTIONS

Exchange phantom option fighters for extra fighters. A maximum of 4 extra fighters are available.



LASER

Fires a penetrating laser beam.

Background Story

Gradius IV = Revival =

A distant memory....

The doomsday planet Bacterian has long been forgotten and Planet Gradius is enjoying a time of restored peace and prosperity. However their worst nightmare is about to become reality...again.... Suddenly, out of nowhere, a massive attack force appears, overwhelming the Gradius Defense Forces.

Just when things are looking hopeless, a lone fighter screams across the sky. The battle for freedom is joined once more....

Stage Introduction = Gradius IV

1. Liquid Metal Stage
Boss Yorogaton
Chimera



2. Plant Stage
Boss Dendroidum



3. Bubble Stage
Boss Bubble Core



4. Magma Stage
Boss Gillador



5. Moai Stage
Boss Alpha & Omega



6. Cell Stage
Boss Viral



7. High Speed Stage
Boss Rolling Core



8. Boss Parade
(1 on 1
with bosses)



9. Fortress Stage



Power-Ups

Power-Up capsules appear after certain enemies are defeated. After getting a Power-Up capsule, the fighter's Power Meter will light up. Collect more capsules to cycle through the different types of Power-Ups. When the desired Power-Up is lit, push the Power-Up button to select it.



Power-Up Capsule

Grab the Blue Capsule in the middle of the screen to destroy all enemies and enemy shots on screen.



POWER METER

At the start of the game, choose 1 of 6 different Power Meters.

There are 2 types of Shield Power-Ups.

POWER METER

SPEED UP	MISSILE	DOUBLE	LASER	OPTION	SHIELD
SPEED UP	MISSILE	DOUBLE	LASER	OPTION	SHIELD
SPEED UP	SPREAD BOMB	TAIL GUN	LASER	OPTION	
SPEED UP	PHOTON TORPEDO	DOUBLE	RIPPLE	OPTION	
SPEED UP	2-WAY MISSILE	TAIL GUN	RIPPLE	OPTION	
SPEED UP	VERTICAL MINE	DOUBLE	ARMOR PIERCING	OPTION	
SPEED UP	FLYING TORPEDO	TAIL GUN	TWIN LASER	OPTION	

POWER METER SETTINGS (choose 1 of 6 types)

SPEED UP	MISSILE	DOUBLE	LASER	OPTION	
SPEED UP	SPREAD BOMB	TAIL GUN	LASER	OPTION	
SPEED UP	PHOTON TORPEDO	DOUBLE	RIPPLE	OPTION	
SPEED UP	2-WAY MISSILE	TAIL GUN	RIPPLE	OPTION	
SPEED UP	VERTICAL MINE	DOUBLE	ARMOR PIERCING	OPTION	
SPEED UP	FLYING TORPEDO	TAIL GUN	TWIN LASER	OPTION	

SHIELD SETTINGS (choose 1 of 2 types)

SPEED UP	MISSILE	DOUBLE	LASER	OPTION	SHIELD
SPEED UP	MISSILE	DOUBLE	LASER	OPTION	FORCE FIELD

POWER-UP EXPLANATIONS

SPEED UP
Speed can be increased up to 5 times

MISSILE
Fires missiles that fly along the ground.

SPREAD BOMB
Drops bombs to the rear that explode in a wide blast.

PHOTON TORPEDO
Fires straight down to blast ground forces and penetrate small enemies.

2-WAY MISSILE
Fires missiles straight up and down.

VERTICAL MINE
Throws mines in the direction the fighter is flying. When a mine comes into contact with an enemy or the timer runs out, a vertical blast is detonated.

FLYING TORPEDO
Torpedoes fly from above and below the fighter. Hold the button to change the height of the flight path.

DOUBLE
Fires shots straight ahead and up at a 45° angle.

TAILGUN
Fires shots straight ahead straight back.

LASER
Fires a penetrating laser beam.

RIPPLE LASER
Fires wide ring diffusion lasers.

ARMOR PIERCING
Fires an armor piercing shot.

TWIN LASER
Fires twin lasers.

OPTION
A maximum of 4 phantom fighters can join in the attack!

SHIELD
2 front shields protect the fighter from a maximum of 10 frontal hits.

FORCE FIELD
Completely envelopes fighter in protective shell and absorbs a maximum of 3 direct hits from any direction.

CREDITS

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NOTES

NOTES

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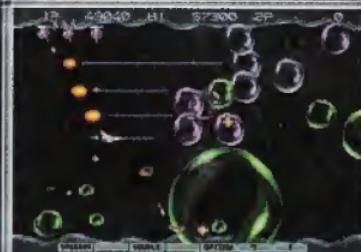
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